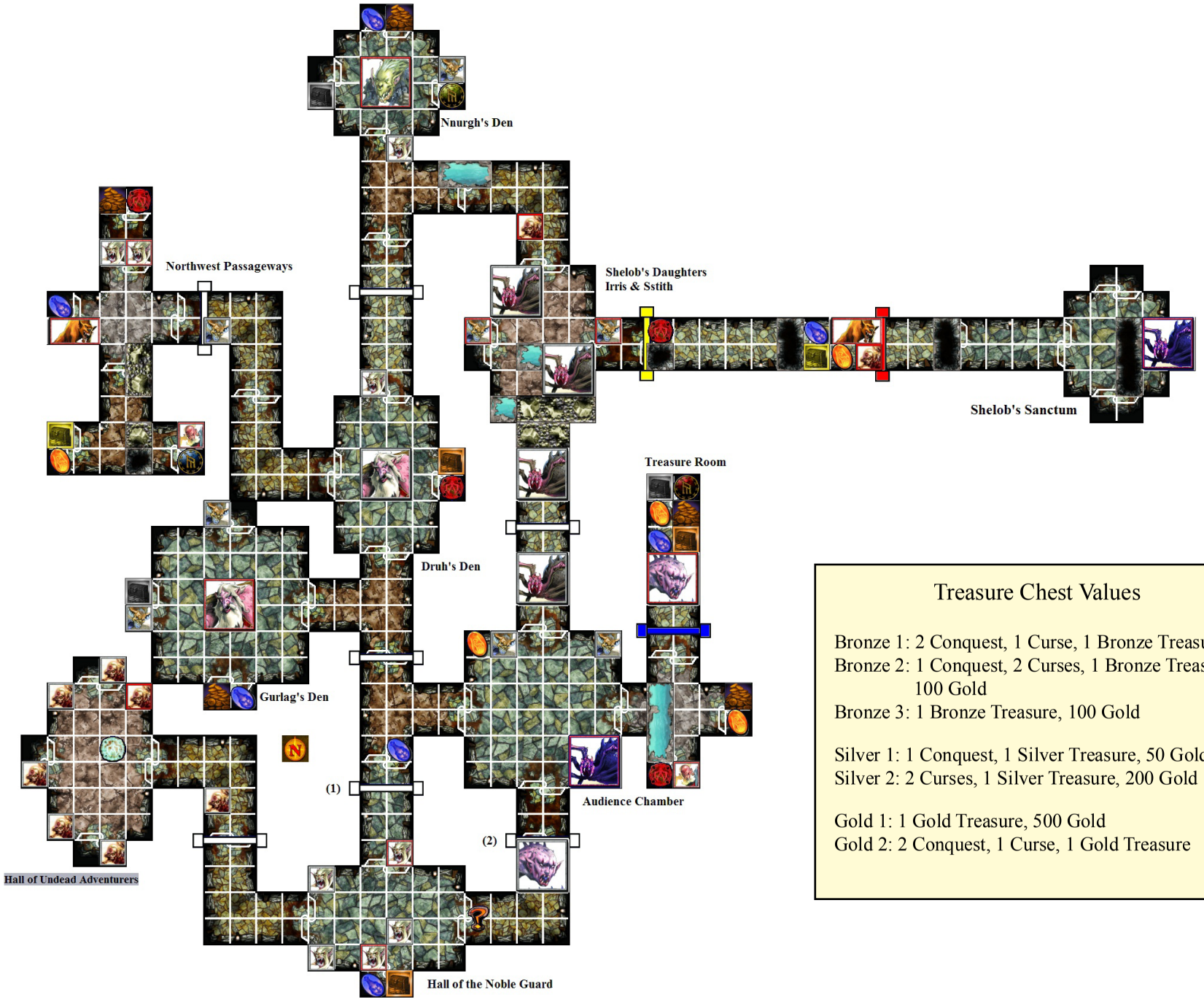

Treasure Chest Values

Bronze 1: 2 Conquest, 1 Curse, 1 Bronze Treasure
Bronze 2: 1 Conquest, 2 Curses, 1 Bronze Treasure
100 Gold
Bronze 3: 1 Bronze Treasure, 100 Gold

Silver 1: 1 Conquest, 1 Silver Treasure, 50 Gold
Silver 2: 2 Curses, 1 Silver Treasure, 200 Gold

Gold 1: 1 Gold Treasure, 500 Gold
Gold 2: 2 Conquest, 1 Curse, 1 Gold Treasure

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Shelob's Lair

By Eric Fischnaller

Quest Background

"The Dark Lord himself will not set foot in her domain... cursed it is, dark, fraught with danger. Many an adventurer has ventured into its depths, desiring to plunder her den, taking home her treasures... none has yet returned. Her lair has cavernous, twisting passageways, she's dominated many of her foes and commanded them to serve her both with their bodies in food and with their abilities in defense. She will never relinquish her domain." Seth closes the tome of lore and looks at you across the heavy oaken table, sighs and absentmindedly scratches his beard. "I'm not sure you're up to this young one. I've trained you well, but the Spider goddess smiles on her Daughter and will make you pay if you disturb her offspring's den. Here, take this if you're insisting on going and I wish you well." Joints crack as the old man stands from his chair by the fireside, flames reflected in his ancient graying eyes, wisps of silver hair trailing behind as he exits the inn. From outside, you hear again, "good luck, and may Elhonna shine on your actions."

Quest Goals

The adventurers will start the quest with 6 conquest tokens and a random draw from the Copper Treasure pile of 1 card for the party. They will also start with a single training upgrade for the character the group deems most necessary for the upgrade.

The players will gain the ability to remove web tokens as normal or through the use of two movement points to get a companion out of a web they are entrapped in.

All spiders will gain the additional ability to pass through rune-locked doors in this adventure, thus they may chase the adventurers through the passageways. Spiders may spawn in areas where they are more than 6 spaces from the heros as they are dropping down from the web-enshrouded ceiling (ignores normal line-of-sight rules). Shelob may not exit her lair. Spiders will gain an additional two armor points and three hit points.

The players may also use their web-clearning ability to clear the webs from doorways prior to opening doors. All doorways contain these webs. Thus to clear a doorway, open it and continue, they must spend 4 movement points. Once opened, a doorway is clear for the rest of the quest.

Outside Shelob's Lair

Carefully following your map, you traverse the treacherous grounds outside the entrance to Shelob's lair. It is early morning, mist rises from the ground into the cool morning air. You hear scuttling ahead and see what looks like a giant ant's nest trying to fend off a single spider, black and purple in color who is dominating the nest. This spider is like none you have seen, it is rising up on its hind legs and using its six others to bat away the worker ants as though they are nothing, then it leaps into the air and stuns the queen, biting through her abdomen in a single bite. The remaining ants are stunned and mill around waiting for instructions from their new queen....

You can see the entrance to Shelob's lair up ahead, a web-strewn hole in the ground with human, elven, and dwarven remains all around the outside. One half-decayed beastman looks to be trying to claw his way out, but was torn in half and the head and arms reach out of the hole as for air when drowning. You almost feel sorry for it.... almost.

Pulling a vial of oil out of your backpack, you toss it on the ants nest and douse it in flames. Many pops an sizzles announce the end of the ants and a near-human scream pierces the morning air as the small purple spider emerges aflame, curls up and dies at your feet.

Read the above to the players before they enter the lair of Shelob. Each player must use two movement points to enter Shelob's lair for the first time

Hall of Undead Adventurers

Once you reach the bottom of the sticky, web-infested hole and light your hooded lantern, your eyes pass around the outside of the room, taking in the remains of hundreds of corpses. Bleached white bones of humans, orcs, halflings, elves, dwarves, and other humainoids are scattered haphazardly around the room. Their armor, swords and items of value are all missing, it looks like their eaten remains were discarded here to rot. The stench is like nothing you have ever smelt and you feel bile rising in your throat.

Important: All heroes must roll a power die, any hero that rolls a surge is unaffected. Any hero that does not roll a surge will succumb to vomiting and will not be able to see further than 5 spaces nor will they get a full round action for this first turn. Treat them as if they are stunned.

After your eyes adjust to the darkness and presence of doom in the place, you notice the spiders... miniscule spiders are everywhere... crawling around the corpses, in the eye sockets of some, on the walls.... even a few are on you... you brush them off and look past them to the walls. It's then that you see it... a corridor runs off to the East, but before you get a chance to check it out, some of the previous adventurer's bones rise up, clattering with brittle bone. A ghostly sound emanates from their throats, "Go back, ye have no business in the lair of our Queen, Go back, Go back." Then they attack!

Hall of the Noble Guard

After spending some time clearing the webs away from the doorway, you finally reach a sealed portal and push it aside, entering another hallway that leads South and turns towards the East. You hear guttural laughing and a slapping sound precedes a doglike whining sound. As you turn the corner, a curious sight comes to you. The guard standing just inside the room are laughing at another of their kind being beaten by what looks to be their Captain. The sticken beastman, blood trailing down his muzzle whimpers and looks around for help from his comrades... just then he catches sight of you!

Important: Encounter: when a character enters the East hallway out of the Hall of the Noble Guard, a naga will immediately slither

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out from the doorway at the end of the hall and attack. She has been trained to let the Noble Guard do their jobs, but will intercede if they fail.

Audience Chamber

(1) As you clear the webs away from the doorway ahead of you, you hear a hissing noise to the East, redoubling your efforts, you reveal a black ironwood portal carved with glyphs of spiders, laced with gold and bound in black iron. The heavy ring that holds the portal to the frame is a spider leg, curved around a silver spike. As the door swings open, you see a half-eaten form, what looks to be a young girl, but headless and naked. She is pinned to the wall with webs, arm outstretched with an uncorked potion of healing... probably in the process of taking the healing draught when whatever killed her took posession of her head. Ahead, another sealed portal lies, similar in markings and you see another silver pin glinting in your torchlight.

2) Wiping the remains of the Naga from your clothes and weapons, you open the web-ensnared portal.

Read to both (1) or (2) as they enter the main audience chamber:

As you enter the darkened room, you realize it is the largest you have yet entered, dripping sounds come from the East and the fluttering of wings comes from above in the darkness. To the North, you see 8 eyes peering at you and the large hairy form of an arachnid. It is similar to the smaller one you saw outside, but this one is no less than 8 feet across. It shrieks and stands up on its hind legs, preparing to do battle with you.

If entered from hallway, read flavor text one (1)
If entered from the doorway to the South, read flavor text two (2)
Important: Paraphrase flavor text above for characters who first enter from (2) if/when they enter the hallway to recover the healing potion.

In the Eastern alcove, water cascades down the walls into a dark pool that has formed in the midst of the passage. It looks to be very deep and the current is swift. There is a sealed, runelocked door to the North here and to the south is a glyph and next to that is what appears to be a sarcophagus. As you stand there, the door slowly opens and a man looks out, eyes alight in the torchlight, fangs unmistakably glistening as he looks to your party hungrily. A vampire!

The Sorcerer token will be used here and will only emerge if the Eastern Passage is disturbed or the glyph is activated by some other means.

The statistics are as follows (add to normal master sorcerer template):
Armor: 4
Hit Points: 10
Special: Aura, Command, Fear 1, Sorcery 4, Undying

When the vampire is killed, the heroes will take a single random draw from the silver treasure pile.

After clearing an endless array of webs from the Northern doorway, you finally see a beautiful set of carved ironwood doors. These are even more magnificent than others in this room, gold gilt glints in the torchlight. The handle, which is a full spider splits in half down the middle, four legs on each side is solid gold, heavy cast and encrusted with gems. The door creaks open and you see only a little way ahead into the gloom is a cave-in, unfortunately, it's also the home to another of the giant spiders... she shrieks an almost-human unearthly voice, stands on her hind legs and charges you.

Gurlag and Druh's Dens

Gurlag and Druh are cloud giants who were camping on a nearby hillside when Shelob left her lair many years ago to get some air and do some hunting. She came on them as they slept and spun great webs around them. She dominated nearby giant ants and some small animals to take the two giants back to her lair. They are deathly afraid of spiders and have been allowed to live as Shelob takes great joy in tormenting them.

Their lairs consist of carved rock, wood posts the size of trees hold up the walls as the two brothers are not known for their exquisite rock-working ability. Great bear and worg furs cover the center of each room and large chunks of half-eaten carcasses lie about along with crude wooden eating utensils. The giants have grown very obese in the last 22 years of their capture and though terrified of the spiders, they try to enjoy what freedom they have.... killing stupid humans and any other humanoid dumb enough to enter their lairs. There are over 2 dozen heads hanging on a "necklace" around the neck of Gurlag in various states of decay.

If the adventurers are alone (ie not followed by spiders from another area), the monsters don't immediately try to kill the adventurers... instead they try to get them cornered between the two so they can play around before destroying them. If the adventurers are followed by spiders, they only intervene once the spiders have lost the battle, only keeping the adventurers from escaping their lairs.

Northwest Passageways

As you once again clear the doorways of webs, the door is revealed... this time a much more functional portal. You hear faint scratching and clanking sounds from beyond, guttural shouts and a whip cracking. It almost sounds like a mining project beyond. As the door is opened, you see the dancing lights of flames and red glowing eyes along with a strong brimstone smell... a hellhound is prowling around just out of the light of your lantern!

The master beastman here has the following unusual statistics as he is the appointed taskmaster in charge of expanding Shelob's tunnels.

Armor: 5 (wearing chain mail just like the adventurer's shop version)
Hit points: 8
Abilities: Pierce 2, Command, Fear 1, Reach 2 using whip, roll one additional power die for damage

Nnurgh's Den

A tall imposing figure huddles around a small altar made of black basalt in the center of the room. He wears a cloak of purple silk, very worn and shabby, but once made of fine fabric. The ogre mage hunches over the altar speaking an incantation to his diety, the Spider Goddess. As you come into view, he turns and smiles a wicked smile and says in broken common, "Come into the ebrace of the Spider Goddess, she will drink your flesh and you will become one

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with her..."

Nnurgh is an Ogre Mage, trained in the arts of witchcraft and sorcery from a very young age and strong in both body and mind. He will fight to the death for his diety and will become enraged if he sees any spider being hurt.

He has the following statistics beyond those of a normal master Ogre:
Armor: 5
Hit points: 12
Special: Aura, Command, Knockback, Sorcery 3, Undying
While he is alive, if any spider is present in combat, the spider gains the ability: Undying while within 6 spaces in any direction due to the Spider Goddess' divine blessing. He uses a magical attack type instead of melee but still rolls the same dice as a standard master ogre.

Shelob's Daughters Irris and Sstith

The cavern ahead is shrouded in webs from floor to ceiling, you hear scraping noises similar to those you have heard before when spiders were near and high above in the darkness, you hear fluttering of what can only be razorwings.

Any spider fighting in this room has the normal enhancements from the quest goals section plus the following enhancements:

Speed +2
Armor +1 due to cover from spider webs

Adventurers must spend twice as many movement points as normal to do anything in this room. The daughters have the normal spider statistics except for the following:

Armor: +3
Hit points: +6

The door to the East is solid gold and embossed with very life-like spider glyphs. The handle is made of solid platinum and studded with aquamarines.

Shelob's Sanctum

Opening the solid gold door, you see down a dark passageway shrouded in more of the everpresent webs. There is a smooth tunnel of webs down the center of the passage which will make it very easy for spiders to move, but you will be forced to cut your way through every step of the way. Just inside the door is another glyph and just to the right is a terrifying pit, you barely missed falling in as you cleared away the spiderwebs. Ahead you hear clattering sounds and a clearing in the webs.

Just behind another pit that goes across the entire passage, is a charred, brimstone-smelling hellhound and next to him a skeleton takes aim at you as you forge your way ahead into the darkness.

The first three spaces inside the tunnel to the sanctum are web-filled passageways and require the party to use double the movement points to complete actions. After the three spaces, the webs have been cleared by the Hellhound's breath. These are normal creatures. The bonuses that applied to the Daughter's lair for spiders is the same here for any spawned monsters and/or pursuers into this area. Shelob will not attack outside her inner sanctum.

As you kick the Hellhound's and the skeleton's carcasses into the bottomless pit, you turn to the treasure chest and the golden rune-locked door behind you. Once again, the door is solid gold, but this time the handle is made of what appears to be solid ruby, perfectly cut to form a spider that is so lifelike you fear to touch it. It seems to stir in some unfelt breeze and behind it, you hear a now familiar scuttling sound as a large spider moves about. The voice from beyond the portal sounds out in your minds, "COME IN, young onesss. My daughters will be avenged, I will eat your flesh and spit it back out, you will not merge with my mother the Spider Goddess."

Inside the Inner Sanctum of Shelob, the spider webs are abounding, thick and ropelike. Any character that is knocked into the wall will require freeing themselves at the cost of two movement points to themself or others they are trying to help.

Shelob has the following statistics:
Speed: 7
Armor: 6
Hit Points: 18
Special: Aura, Command, Fear 2, Knockback, Pierce 3, Poison, Quickshot, Web, Undying

Any character knocked into a pit will roll a power die once, on anything except a blank result they save themselves from falling in, if the character falls, they fall for a full turn, then die as they splatter on the rocky crags in the underdark.

Shelob takes the final blow that sends her reeling into death, her unearthly screams echoing off the chamber walls in a matronly shriek. Her body curls up and starts to crumble into dust, blowing by some unholy wind into drifts in the corner and swirling into the void of the Underdark. Deep in the void, you hear what might be breathing... taking a quick survey of the scene, you decide that you may have overstayed your welcome.... fear rising into a near panic, you scramble along with all that you can carry out into the night outside the lair. As you come back to town, you find it burning, bodies lie everywhere. Men, women and children lie broken and tattered as though they fell where they stood, and were sundered by some great spell. A feeling of great dread comes over you as you reach down and pick up a doll, blood splattered across it's features.

Whoever did this will suffer...

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